
Shadow Pact

Something Something you made a pact with your shadow

Expanded Spell List

-----The Shadow lets you choose from an expanded spell list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. (Some spells have been changed and there will be notes about the changes after..)

Level 1: Inflict Wound, False Life

Level 3: Blindness/Deafness, Pass Without Trace

Level 5: Animate Dead, Bestow Curse

Level 7: Freedom of Movement, Greater Invisibility

Level 9: Cloudkill, Destructive Wave***

*Instead of fog it is darkness. Cloudkill deals Necrotic damage.

**Destructive Wave cannot deal Radiant.

Independent Shadow

> Your shadow is its own independent entity and can act on its own based on instructions you give it. Your shadow is capable of interacting with anything else that casts shadow, though it cannot interact with the shadows of other living creatures unless it is still attached to you.

> When your shadow is attached to you, you can use a bonus action to command it to immobilize another creature within 15 feet of you. The other creature must succeed on a strength save against your spell DC or become paralyzed. A creature that fails this save can use an action to attempt the save again, breaking free on a success.

> Your shadow cannot immobilize more than one creature at a time and if you ever move more than 15 feet from an immobilized creature it is freed

Shadow Meld

> At 6th level, you have worked out how to disappear into your shadows. You can use your action while within darkness that can completely cover you to melt into the shadow, becoming lightly obscured and invisible to tremorsense, as well as immune to all damage aside from psychic and radiant damage. You are able to squeeze through openings as small as 1 square inch. Shadow Meld can be used a number of times per day equal to your proficiency bonus.

Shadow Puppeteer

> As an action, you can cause your shadow to leave you and hijack the shadow of another creature. That creature must succeed on a Wisdom Saving throw against your spellcasting dc or be taken over by your shadow. Until the end of your next long rest, your shadow will control this

creature, performing any natural abilities the creature had and acting as an ally in combat. Every time the creature takes damage, they can make a wisdom saving throw contested by a concentration save that you make to break free. While your shadow puppets a creature, it can't do anything else, and once you use this ability you must take a long rest before you can use it again

New Invocations:

Smother Light

Prerequisite: Level 5

You discover the ability to extinguish sources of light in your vicinity. You can smother all light, natural or magical (a Caster may make an Arcana Save against a DC equal to your spellcasting save DC to have their spell not get smothered) in a 30 foot radius of yourself for a duration equal to your Warlock level + your Charisma Modifier (minimum 5 all together) in rounds and can be distributed in minute blocks. Must perform a long rest to recharge
At level 10, this increases to a 60 foot radius and, at level 15, it maxes out at 120 feet.

Block Sun

Prerequisite: Level 18

You have found the ability to share with others the darkness you hold close. You can block the sun, similar to an eclipse, and blot out all natural light for a duration equal to half your Warlock level + your Charisma Modifier (minimum 2) in minutes. This is in effect for a distance equal to your Charisma Modifier (minimum 1) in miles. You must take a Long Rest before you can use again. You also cannot expend Hit Dice until you take a Long Rest.